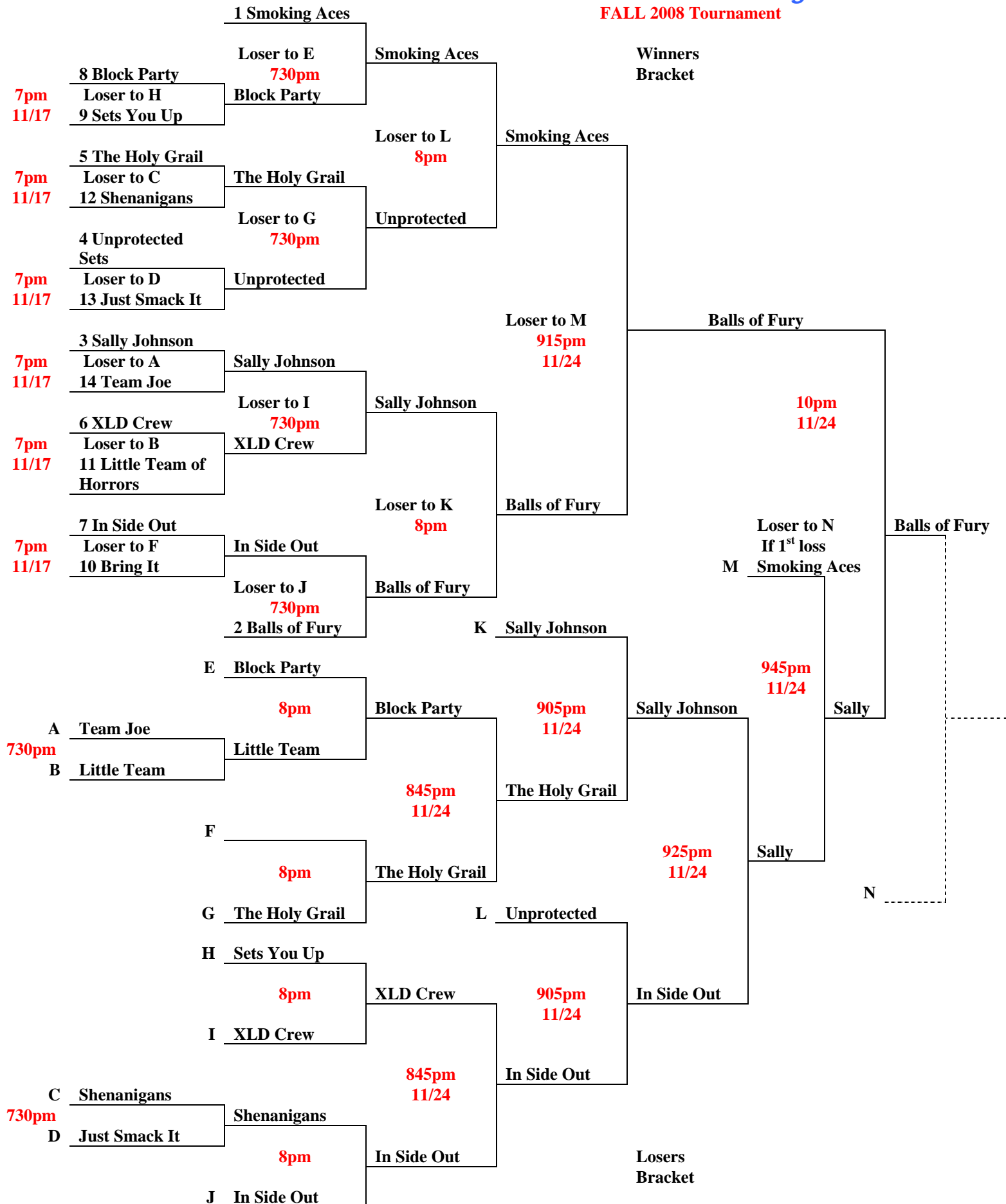
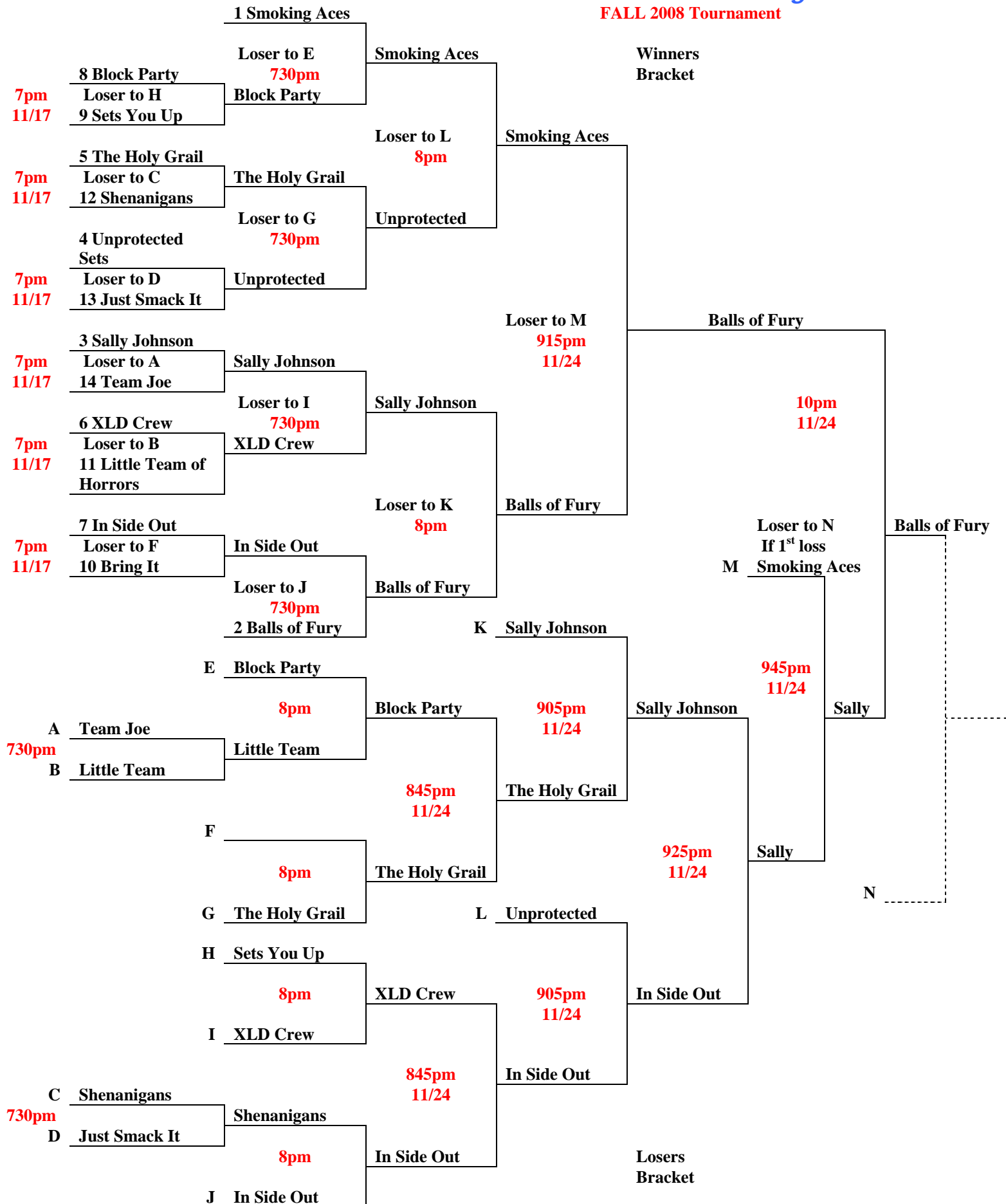


MONDAY 4-Person Flight I

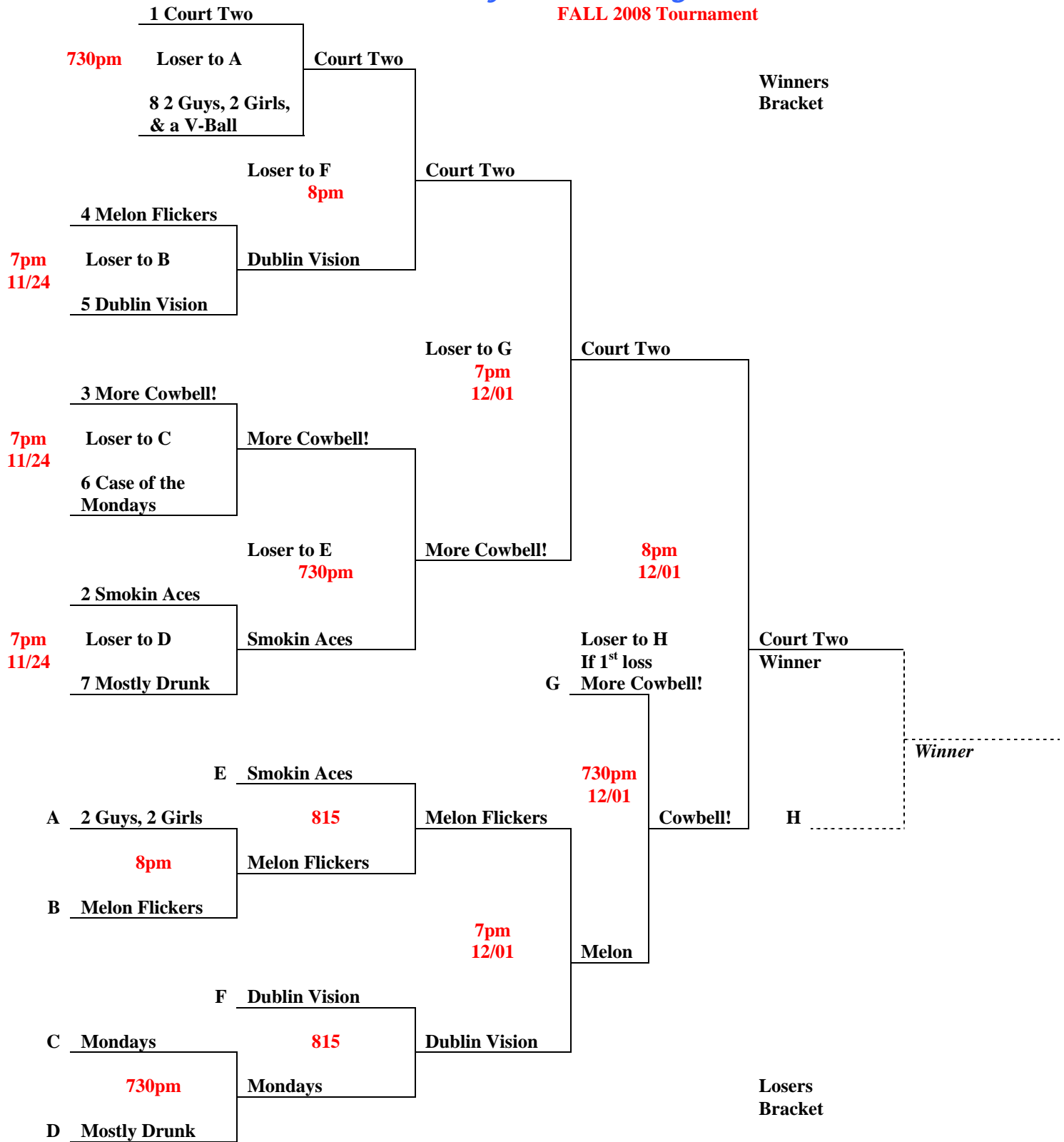
FALL 2008 Tournament



11/24 – 12/01/08

Monday 4-Person Flight II Tournament A

FALL 2008 Tournament



Monday 4-Person Flight II Tournament B

730pm

Loser to A

8 Divots

		Loser to F 8pm	XLD Family
4 Rule #76			
7pm 11/24	Loser to B	Rule #76	
5 Meram VC			

			Loser to G 7pm 12/01	Trainwreck
7pm 11/24	3 Team Trainwreck			
	Loser to C	Trainwreck		
	6 The Tape Worms			
		Loser to E 730pm	Trainwreck	830pm 12/01

	2 To Kill A Blocking Nerd				
7pm 11/24	Loser to D	To Kill		Loser to H If 1st loss	XLD Family Winner
	7 Sand Storm		G	XLD Family	

The diagram illustrates a sequence of events and locations. It features several labeled points and connecting lines:

- A Divots**: Located at the bottom left, with a red **8pm** marker below it.
- E To Kill**: Located at the top left, with a red **8pm 12/01** marker to its right.
- H Trainwreck**: Located on the far right, connected to the main path by a dashed line.
- XLD**: Located in the middle right, connected to the main path by a solid line.
- Divots**: Two instances are shown. One is in the center, connected to 'E To Kill' and 'A Divots' by solid lines. The other is below the center 'Divots', connected to 'A Divots' by a solid line.

The diagram uses solid black lines for the main path and dashed lines for secondary or alternative paths. Red text highlights specific time markers.

B	Meram VC	730pm 12/01	Tape Worms
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	F	Rule #76	
C	Tape Worms	7pm 12/01 Tape Worms	Tape Worms
	730pm		

D Sand Storm

Losers Bracket

Tuesday 2-Person Power Flight I

1 Sand Fleas

Sand Fleas

Winners Bracket

Just the Tip

Just the Tip

Loser to G

Bring It

Loser to H
If 1st loss

Winner

H

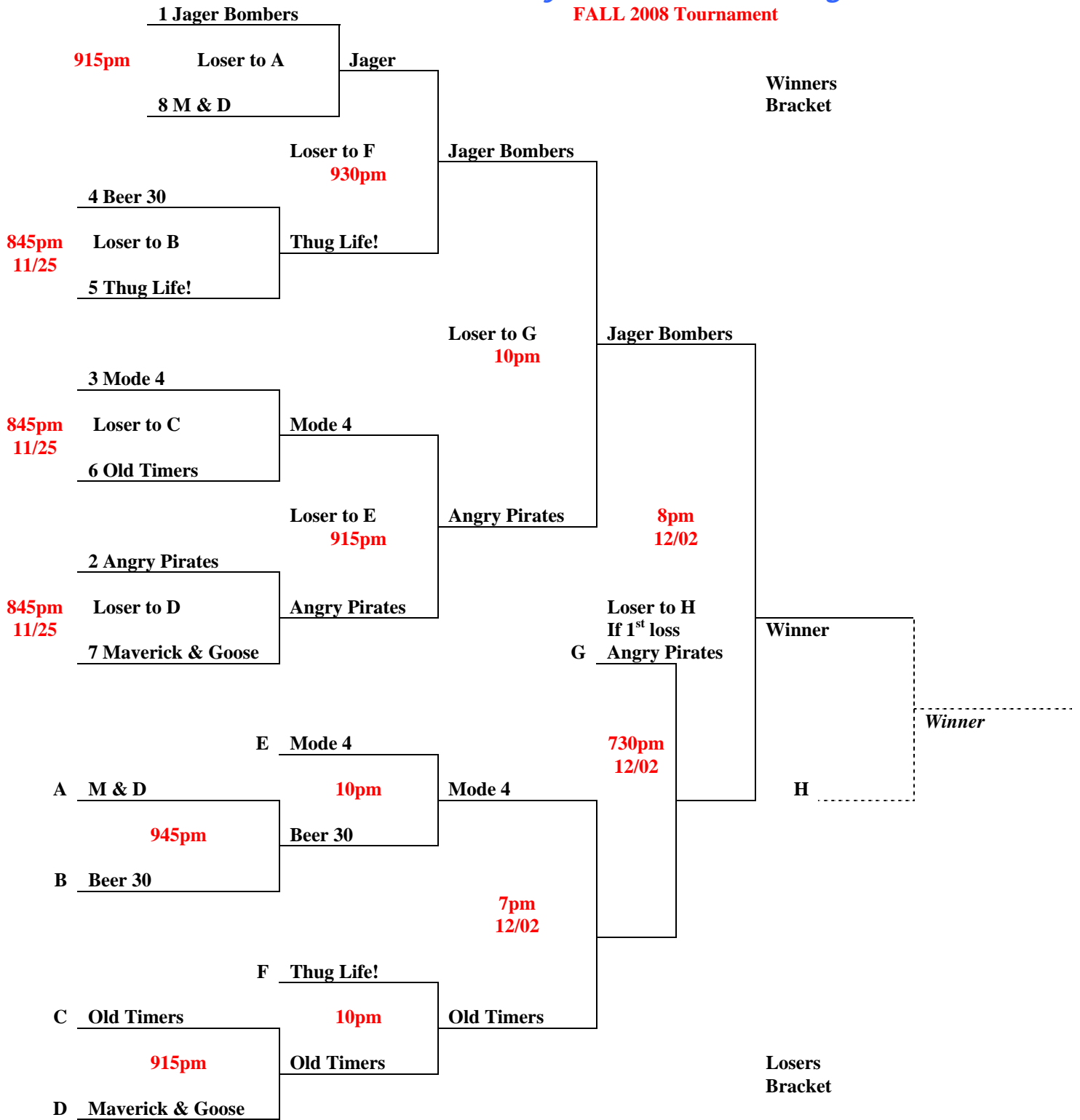
D Quick Sand

Losers Bracket

11/25 – 12/02/08

Tuesday 2-Person Power Flight II

FALL 2008 Tournament



Tuesday 2-Person Coed Flight I

1 Bad Medicine

Medicine

Bad Medicine

Winner

H

Losers Bracket

